LEPRECHAUN

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic,and causing harmless mischief. Rumoured to be a cross between a species of halfling and pixie, leprechauns are about 2 feet tall. They have pointed ears, and their noses also come to a tapered point. They are most often adorned in green and grey. Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

Fae Folk. Leprechauns are peculiar creatures indeed. Unlike most fey, they enjoy frequent trips to the material plane to "interact" with its residents. Due to their diminutive size and illusion magic, they are extremely hard to spot. They frequently use these traits to enact harmless mischief on those they cross paths with, although sometimes their mischie isn't seen as so harmless by their victims.

Green Grass And High Tides Forever. These fae creatures embody the ideals of freedom and hedonism. They love nothing more at the end of a long day than to uncork a bottle of procured wine and ignite a pipe filled with their favourite smoking leaf. As such easy going creature's, they sometimes fail to see the gravity of a grand situation that doesn't immediately affect them or their surroundings. A group of adventurers on a sacred mission to save the world might find it frustrating to deal with a leprechaun who simply doesn't see the urgency in their plight.

Leprechaun

Small Fey, Typically Chaotic Neutral

Armour Class - 13 (natural armor)
Hit Points - 52 (8d6 + 24)
Speed - 25 ft.

STR 8 (-1)
DEX 14 (+2)
CON 16 (+3)
INT 12 (+1)
WIS 10 (+0)
CHA 16 (+3)

Skills Stealth +4
Condition Immunities charmed
Senses passive Perception 10
Languages Common, Sylvan
Challenge 2 (450 XP)

Proficiency Bonus +2

Traits

Magic Resistance. The leprechaun has advantage on saving throws against spells and other magical effects.

Actions

Dagger.
Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature.
Hit: 4 (1d4 + 2) piercing damage.

Innate Spellcasting.
The monster's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *invisibility, minor illusion, prestidigitation, shillelagh*
• 3/day each: *blur, mirror image, misty step, Nathair's mischief*